

DYNACOMP

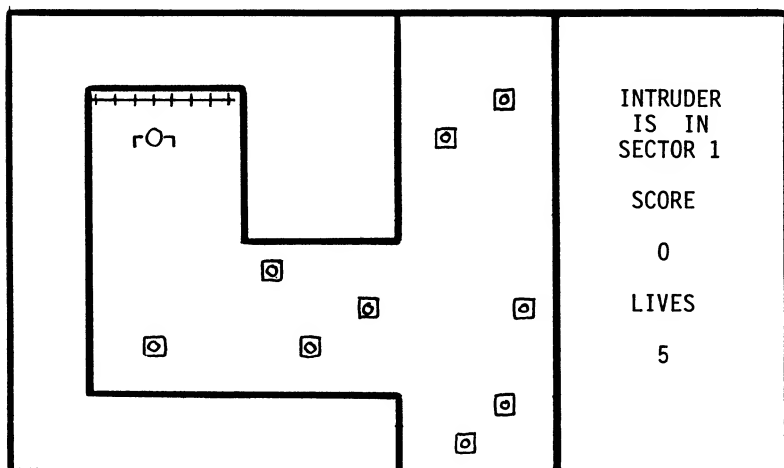
INTRUDER ALERT!



INTRUDER ALERT! *

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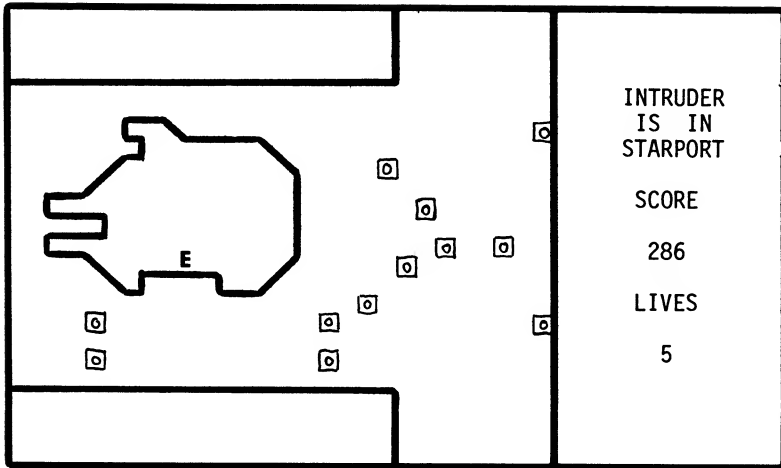
INTRUDER ALERT is a fast paced action game in which you must escape from the "Dreadstar" with its secret plans. The Droids are after you and you must find and enter your ship in order to escape. If you fail, the rebellion is doomed!

Depending on the difficulty level chosen, you will have to pass through two to five Sectors to reach your ship. This is how Sector One looks:



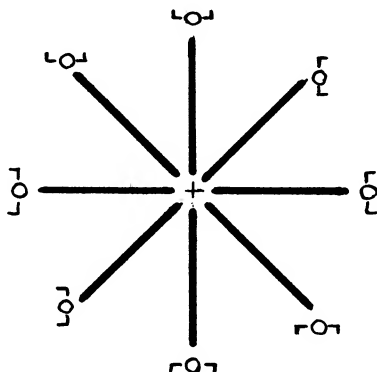
You () are in Sector One and have just managed to get the secret plans out of the central computer complex before it was sealed off by a force field (+++++++). The Droids () have been alerted and are directed to destroy you at all costs. When the game is played at Level 1 difficulty, you must fight your way out of this sector to get to the Starport and your ship. In Levels 2 - 5, there are three other Sectors and a TUBE to fight your way through. Each Sector has three exits. However, the one through which you enter will be blocked by a force field. The TUBES leading to the Starport have only one entrance and exit. The exit will be blocked after you enter.

The Starport is shown below:



Your ship is docked here in the Starport ready to go. As soon as you enter the ship (at point E) you can escape with the plans and save the Federation. If you fail, the rebellion is doomed. May The Force Be With You!!!

Operation: INTRUDER ALERT requires a "joystick" in order to run. Plug the joystick into port number one at the front of the computer keyboard. In operation, this joystick will permit vertical or horizontal movement of your 'man' as well as the direction he faces. The various orientations are shown below:



Notice that in order to avoid 'deadspots' in the joystick, the diagonals will move the 'man' vertically or horizontally as indicated. If you run into a wall, you must back away from it before you can move in any other direction.

The Droids can be destroyed by firing your laser at them. This is accomplished by using the trigger on the joystick. Note that once the laser is fired, it will not recharge until its blast hits something or reaches its range limit. The beam will emanate from the center of the man and go in the direction which he is facing. Both your weapon and the Droid's blasters have the same range. It is important to note that due to energy and communication limitations, only one Droid at a time will be firing at you.

Different game levels are chosen with the SELECT key. Once a game is completed, you may start over again by pressing the trigger.

Levels Of Play And Scoring:

LEVEL	RANK	LIVES	SECTORS	DROIDS				
				ANGLE SHOTS	MOVE AFTER SHOOTING	ADVANCE	VALUE	SECTOR VALUE
1	Sand Scout	5	2	-	-	-	20	200
2	Beta Pilot	5	5	-	-	-	20	200
3	Trios Warrior	5	5	YES	-	-	30	300
4	Cree Centirian	3	5	YES	YES	-	40	400
5	Gamma Knight	3	5	YES	YES	YES	50	500

BONUS FOR ESCAPING: 400 pts + 100 pts X (remaining lives)

Rank: Your rank is awarded based on your performance in this mission. The more Droids you destroy, the more Sectors you get through and the fewer lives you lose, the better your score and rank. However, you are penalized for moves so don't take too long getting out of a Sector.

Lives: You will be "zapped" and lose a life if you run into a Droid, run into a force field, or are hit by a Droid's laser blast. In levels 1 to 3, you will have five lives, and in levels 4 and 5, you will have three lives. Remember, each life is worth 100 points in the final scoring.

